

The Lone Star Dispatch

December 2016



2016-2017 LSHM Officers

Joe Shaffer	joeshaffer9@gmail.com	President
Ian Straus	ian_straus@att.net	
Mike Gomez	mret@texas.net	
Charlie Torok	torokc@hotmail.com	
Casey Pittman	casey.pittman1@gmail.com	
David Beeson	beeson17@yahoo.com	
Oscar Barela	oscar_barela@hotmail.com	
Joe Wicker	tabium@gmail.com	

Inside this issue:

- Welcome & BOD update
- Upcoming Events
- Past Games played
- Future Events planned
- Bolt Action Games
- Gamers Workbench
- Upcoming FOWSA Tournaments
- SAGA Games
- Battle Reports
- Product Review
- Sponsors and Advertisers
- Discounts to Members

The Lone Star Historical Miniatures (LSHM).

We promote miniatures wargaming in primarily historical periods but also fantasy/sci-fi. We are not dedicated to one rule set or scale. We promote miniatures wargaming by running events, helping local conventions, and assisting with tournaments, financial backing and run demo games. We will also run gaming classes at schools. We encourage all gamers to be a part of our group to help support our common hobby.

November was an exciting month for Lone Star Historical Miniatures and our featured event – MillenniumCon19. We had a very successful event again this year. Thanks to everyone who helped out and both attended and to those vendors who participated. A special thanks to those of you who ran games – without you we could not have a successful event.

We hope everyone who attended enjoyed themselves and played in a bunch of games and purchased a bunch of toys!!

Please provide us any and all feedback (good and bad) so we can improve for next year. We hope you enjoyed the new full Friday schedule – we plan to make this a standard for the future – so plan to attend all three days in the future.

Our numbers were excellent and we continue to grow:

2016. Attendance:

Over the past two or three years we have had a big shift to pre-registration, and a modest increase in total attendance.

This year we had 206 non-staff participants, including GMs.

These included 46 at-the-door registrations and the other 160 pre-registered.

9 staff (who were all also participants and/or GMs at some point in the con)

18 non-participant badges issued, about half of them on Sunday.

39 vendor badges issued for the 11 vendors who attended.

Grand total: 278 people.

*Note: Next years goal of course will be 300+

We also had 107 of you join or re-new your LSHM membership, thank you for that. Our paid membership stands at 148 with over 450 on the contact list across Texas. If you did not join and would like to contact us at the e-mails to the left.

As editor of the newsletter I am always looking for member input – please send us your events, projects and games. The newsletter goes out right around the first of each month.

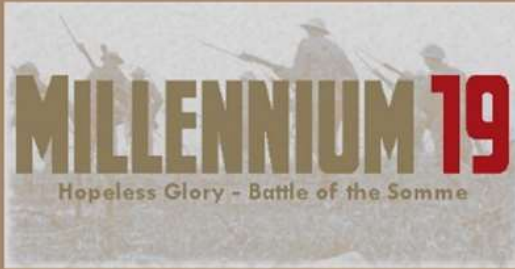
Have a great Christmas 2016, make sure to put gaming on your New Years resolution list. See you at the gaming table.

Charlie Torok



11 – 13 November 2016

Austin Texas



Hopeless Glory" & the 100th Anniversary of The battle of the Somme November 1916

Thanks to our VENDORS





Mark your calendar now!!

Post your convention / event / tournament here!!

**TabletopGenerals Game Day
@ Knight Watch Games**

16350 Blanco Rd. #116
San Antonio, TX 78232

12:00PM-7:00PM



Return to Middle Earth

Mark your calendars now, we will play Lord of the Rings / Hobbit on **16 December** at Dragon's Lair San Antonio.

Start Time: 6pm-9pm

Contact Charlie Torok at:

torokc@hotmail.com



Mark your calendar now!!



Welcome to the BANE OF WAR 7 FOW tournament

January 14 and 15, 2017

This year we will be playing Mid War, at *1515 points*, in all theaters (all lists in the Late War Books, Forces and approved PDF's).

44 players - Players will pre-pay and pre-register to be guaranteed a spot
(*WE WILL NOT BE GOING OVER 44 PLAYERS!!*)

Where: Texas Military forces museum, 2200 West 35th Street. Camp Mabry
BoW participants play in a WWII museum, surrounded by Sherman's, halftracks and much more!



OwlCon XXXVI: the weekend of
February 10th-12th, 2017.

Volunteer to run games designed to entertain 48 gamer-hours (two games running four hours each, each designed to entertain six players) to receive free weekend admission and a free t-shirt.

Please visit

<http://www.owlcon.com>, log-in or register, and volunteer as a gamer master today.



Mark your calendar now!!



TWISTERCON **March 10-11, 2017**

**THE REED CENTER/Sheraton | 40E
Oklahoma City, OK 405-455-1800**

www.twistercon.com

**POC - "Jeff Lawrence"
<jlaw2424@gmail.com>**



Events in December!



TabletopGenerals Game Day @ Knight Watch Games

16350 Blanco Rd. #116
San Antonio, TX 78232

12:00PM-7:00PM

Main Hall:
All Quiet on
the Martian
Front,
Seas of Iron,
Tentacle Bento
Arena Rex,
& more!

Renaissance Room:
12:30pm-4:30pm
Victory Without Quarter
"The Battle of Beacon Hill"

Come join the TabletopGenerals
crew & have some fun!

Special Game Guest: Alan Spencer



Go ahead and take an additional
10% off our reduced prices with
the code- LSHM !

Todd and Cindy Perkins
boltaction.us



4th Annual Warlord Games
GAME-DAY

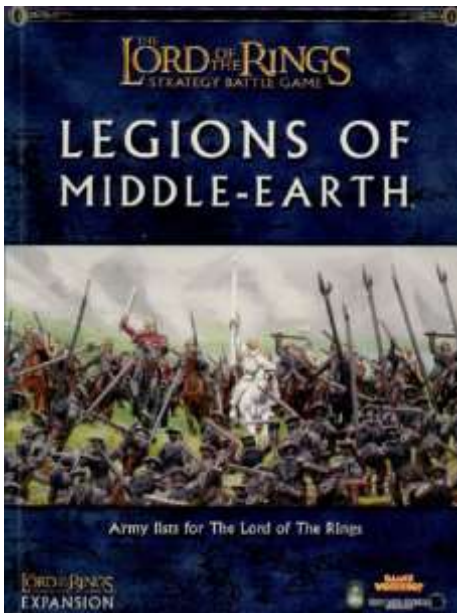
[May 26, 2017](#) – [May 28, 2017](#)

May 26, 2017 at 5 PM to May 28, 2017 at 6 PM



[Sheraton Midwest City Hotel at the
Reed Conference Center](#)

5750 Will Rogers Rd, Midwest City,
Oklahoma 73110



Return to Middle Earth

Mark your calendars now, we will play Lord of the Rings / Hobbit on 16 December at Dragon's Lair San Antonio.

Start Time: 6pm-9pm

Contact Charlie Torok at:
torokc@hotmail.com





FoWSA tournaments for 2017

The dates are not yet set, but in 2017 we will again have three Flames of War San Antonio (FoWSA) tournaments: Early, Middle, and Late war played in that order.

The mid war tournament will be themed to the Stalingrad campaign, and will include at least one 3'x4' urban table for fighting in built up areas. Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division to Stalingrad.

I am looking to reserve space for these tournaments:

Early FoWSA in March or April,

Middle FoWSA in June or July,

Late FoWSA in September.

Watch the LSHM Facebook groups and the FoWSA blog for more information.

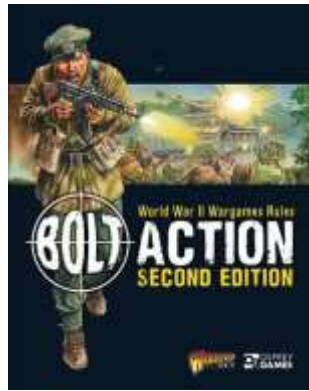
Ian Straus



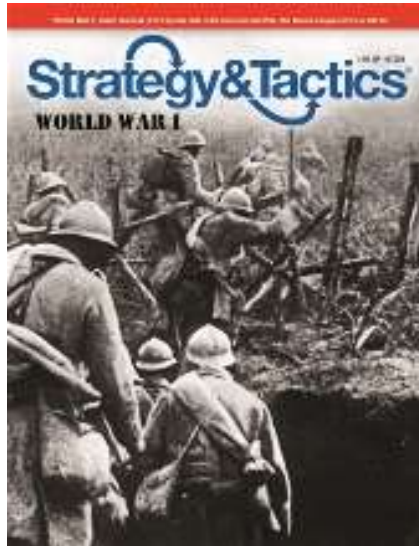
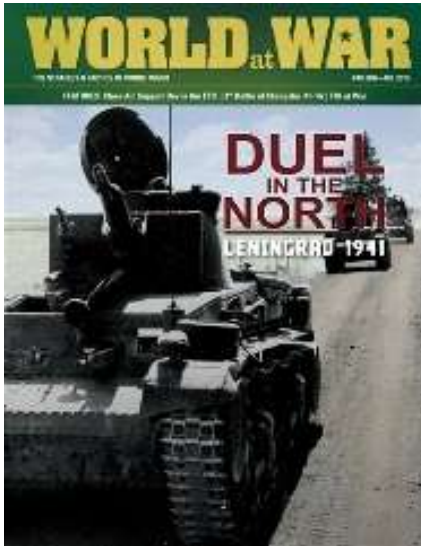
Congratulations to Casey Pittman for an absolutely magnificent Bolt Action Event at MillenniumCon19. It was truly the “Best Event Bolt Action Players Ever Had.....”

Thanks to those who played, thanks to the vendors/sponsors who provided prizes, thanks to those who set up the beautiful terrain tables. We look forward to an even better event next year. Now get out there and play Bolt Action!!!





Congratulations to our “Best Games” of MillenniumCon19 2016



You voted for the following games and Game Masters

First Place: Kaiserschlacht 1918, by Jim Dunnam

Second Place: Bolt Action Generals, by Casey Pittman

**Third Place (tie): Aerodrome 1.1, by Mike Becnel
Circus Maximus, by Mike Gomez**

**Congratulations to the winners, they will receive a
FREE SUBSCRIPTION to one of the above
Strategy&Tactics Press Magazines**

"Wargaming in the Rio Grande Valley"

By Nathaniel Weber

There is a small but active group of historical gamers down in the Rio Grande Valley, meeting regularly at Myth Adventures in McAllen, TX. This weekend we played a Vietnam War game, using 20mm (1/72nd) miniatures, with a simple, card-driven set of rules.



"Wargaming in the Rio Grande Valley"



The scenario featured an understrength platoon of US infantry, supported by two AFVs, trying to fight their way to the crash site of a downed UH-1. In their way were NLF guerrillas and PAVN regulars.



In the hard-fought game, the Americans suffered 7 casualties and a damage M-113, and the NLF/PAVN forces suffered 12 casualties. Highlights of the game were two short-ranged grenade assaults and a nasty firefight waged across a dusty road.

News from Tabletop Generals

By William Gaskins

"TabletopGenerals is an online and convention dealer out of San Antonio, Texas. The company is slowly growing and reaching out to more conventions within Texas. Next year will be a busy one and we will possibly be attending OwlCon 2017 in February.

At conventions, if you were wondering who has been appearing at our booth, it would be the duo of Tara Dragunov and Danii Makarov. Tara is the Managing Partner and figure painter for TabletopGenerals and helps William, the Owner, out at all the events. Danii appears during convention for help, figure painting, and demoing games. So, if you have any questions and aren't able to get in contact with William you can go ahead and contact Tara Dragunov for information regarding the company.

For the Christmas season, our eBay shop will be running a constant sale of 20% off everything in our shop starting November 30th. We are more than happy to make great deals on large orders for shipping as well! Happy holidays from TabletopGenerals."

Website & Email information:

[facebook.com/thetabletopgenerals](https://www.facebook.com/thetabletopgenerals)
stores.ebay.com/tabletopgenerals

ttgenerals@gmail.com

taradragunovttg@gmail.com



“TANKS”giving Flames of War style

By Ian Straus

Tanksgiving 2016 (Saturday Nov. 26 at Dragons’s lair San Antonio) was lightly attended : Two of the Lisantis, Justin Baeza, and myself. We pushed tables together to make a truncated T table, 12x8 in its largest dimensions.

The two German players brought four 1500-pont late war FoW companies, while the two Soviets brought six!



We set up with four companies on the board, the two Germans united in the bottom of the T: Michael Lisanti on the right, Ian Straus on the left. Both of us had lists with Panthers and Nashorns and AA, Michaels also having StuGIIIs and I having Panzer IV/70s.

For the Soviets, Justin was on their right opposite me and Chris on their left opposite Michael, both with artillery, JS-1s and plenty of T34s.

On my side things started well as Justin rushed forward a T34 company led by Loza, which ran right into a fire pocket and was wiped out. The JS-1s following up stopped under Nashorn fire. (See picture: Burning JS1s seen from behind the gun barrel of a Nashorn.)





This gave the Soviets pause, so they shifted left and center to hammer Michael while the German reinforcement rolls were generally successful. (T34s and SU-100 Cat Killers).



Then the Soviet players made their decisive decision: As none of our reinforcements had come in, they quit rolling themselves for reinforcements and air for a few turns. Under the Tanksgiving rules this shut down German air and reinforcement rolls!

Chris proceeded to shoot up Michael's force while I diverted the Panzer IV/70s to the breakthrough, weakening my own force enough that Justin beat it too. One German air raid shot up my PzIV/70s but let me bring in two Tiger 1s from my reserve company to hold our far right flank. These were too little, too late – and Tiger 1s are beginning to show their age in late war. Soviet victory!

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CONVENTION FEE

\$15.00 per day at the door. Preregister on the website at \$20.00 for the weekend. We can process PayPal, MC, Visa, Amex, and Discover by mail and at the door. Checks or MO need to be made Payable to Jeff Lawrence, Treasurer.

Points of Contact:

Jeff Lawrence jlaw2424@gmail.com
Cal Kinzer ckinzer@juno.com
Tim Harwood tim95th@gmail.com

Web Master is Jeff Hunt.

GAMEMASTERS

Easy registration of your game(s) can happen on the website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. The site is now open for Game Master registration. GMs for Maneuvers do not pay to enter and run their games. Gamemasters, when you arrive see a staff member for table assignments.

VICTORY WITHOUT QUARTER

Being a Set of Quick Play Rules for the English Civil War
by Clarence Harrison

English Civil War Victory Without Quarter By Alan Spencer



MCon – VWQ AAR

[Millennium Con 19](#) was held over Veteran's Day weekend in Round Rock, Texas. Run by the [Lone Star Historical Miniatures](#) group, it was a really fun weekend, with 11 of my 12 gamers experiencing Victory Without Quarter (VWQ) for the first time.

After numerous play tests of the scenario and little tweaks here and their with reinforcement schedule, I ran the following scenario described below twice over the weekend.



Quindia Studios Presents

VICTORY WITHOUT QUARTER

*Being a Set of Quick Play Rules for the English Civil War
by Clarence Harrison*

The scenario was the Battle of Beacon Hill, 1643. Royalists, initially outnumbered, are tasked with holding Beacon Hill until reinforcements can arrive. In this scenario, neither side knew exactly when, and with how much, reinforcements would arrive for both sides. If I was not running this at a convention I would have delayed the implementation of reinforcements for both sides. However, having gamers sitting there do nothing is BORING! So ... I adjusted the scenario as noted below.



Order of Battle

The initial forces/cards were as follows:

Royalist

CinC, Sir Ralph Hopton; Brigadier of Foote, Sgt. Maj. Gen. Basset.

2 regiments of foote (Godolphin, Grenvile – all trained) deployed in line. 1

regiment of foote (Lord Mohun – trained) deployed in march column having just arrived on the battlefield.

Parliament

CinC, Sgt-Maj. Gen James Chudleigh; Brigadier of Foote Col Merrick;
Brigadier of Horse, Sir William Bereton

3 regiments of foote (Rosewell, Wear, Bamfield – all trained)

2 regiments (actually squadrons) of trotters (Chudleigh/Drake – trained, and Pym/Yeo – raw)

2 Field gones (Field arty that could not move, only pivot).

Cards

1 Artillery card

1 Reload card

1 End of turn card



Quindia Studios Presents

VICTORY WITHOUT QUARTER

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by Clarence Harrison*



Reinforcements (added to the deck in turn 3)

Royalist

2 regiments of 2 squadrons of gallopers each (Diby/Hawley and Stowell/Stowell – both trained)

1 regiment of dragoons (2 sqd of 2) (Cosworth – raw)

Parliament

1 regiment of foote (Merrick's regt – veteran)

1 unit of commanded shotte (Northcotts – trained) of just 2 stands.

Cards

1 Event Card

1 additional End of Turn card (2 now needed to end the turn)

Reinforcements (added to the deck in turn 5)

Royalist

2 Regiments of foote (Slanning – Veteran, Trevanion-trained)

Pull cards from the Deck turn 10

Cards

After turn 10, pull 1 end of turn card – only 1 EoT card now needed to end the turn.

The initial running over the rules was fairly quick, and thankfully all the gamers present were experienced in wargaming, if not with VWQ. Since I had brought all the minis, terrain, cards, etc – all they had to do was show up and play. And play they did!



Musketeers, New Model Army



At Start with Royalists on the right, Parliament left. While VWQ is a card draw system making movement/timing more of a historical issue, having a plan to enact is always better than just seeing what happens when your card comes up. This is what happened twice this weekend.



The view from Royalist positions on Beacon Hill First Game

In the first game, the Parliamentarian gamers decided that the Royalist left looked vulnerable to their horse with the main open area available for their trotters to exploit. So they concentrated on making that happen





Parliament at initial deployment

Parliament did not have it all its way, as the Royalist reinforcements all poured onto the board as soon as their cards were added to the deck. Parliament's reinforcements were a bit lagging behind.



Parliament pushes on their left (Royalist right)

The royalist though had too much of a good thing. They didn't deploy off the hill, and ran into a traffic jam of units flooding the field, with no where to deploy. Parliaments shooting was on target, but the Royalist could not make a morale check to save their lives.



The Moment – Godolphin's regiment breaks and Sir Hopton's death. In the end, it was Parliament's assault on the Royalist right that did them in. Their foote formed pike block in response to the Parliamentarian trotters, but shook due to trotters shooting, giving Parliament the ability to assault them. Unable to bounce the horse, Sir Hopton joined Godolphin's regiment next to the engaged pike stand to hold off the assaulting Parliamentarian Rosewell Regiment.

Sir Ralph, brave and fearless, ended up being skewered in the assault as Godolphin's regiment broke under the relentless pressure. This caused multiple morale checks on nearby units, causing multiple routs. These troops then blew through other units, causing them to shake and take more morale tests

The game was over in about 2 hours of actual gaming.



Second Game

In the second game, the Royalist again decided to play the “give terrain for time” option, while the Parliamentarians decided to try the Royalist right with their horse. They closed quickly, causing Lord Mohun’s regiment of foote to form pike stand at just about their deployment area.

This caused a HUGE backup as Royalist horse attempted to join the field, finding their way blocked. The Royalist had a moment or two, when the cards were all going their way. They moved forward a bit off the hill to give their horse room to maneuver.

They were just starting to get their horse and dragoons out of harm’s way, when Sir Grenville’s regiment, after being shot into shaken, was finally charged and broke. They plowed through the mounted dragoons and a regiment of horse, both of these failed their morale checks, also breaking. Not a single Royalist unit made their morale checks, causing over 80% of the Royalist to immediately flee the field.

A good time was had by all!

Quindia Studios Presents

VICTORY WITHOUT QUARTER

*Being a Set of Quick Play Rules for the English Civil War
by Clarence Harrison*



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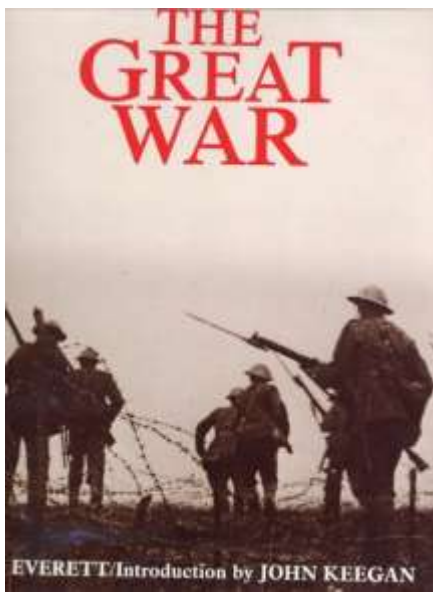
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Jwlista@aol.com



***Here is another
great company
supporting LSHM
&
MillenniumCon19***



Jim Dunnam from Waco Texas ran his Epic World War I trench warfare game at MillenniumCon19.





Congratulations to Steve Miller the winner of the raffle for a Free Subscription to Wargames Illustrated. He won by becoming a new member of LSHM, **renewing his membership or being a member of LSHM While attending MillenniumCon19**

Team Yankee status

By Ian Straus

Since Battlefront brought out Team Yankee for modern miniatures, Wes Knight has taken the lead in organizing playing sessions in San Antonio (mostly Thursday evenings) and is our local authority on the rules.

The U.S., Soviet, German, and British forces have been released. We are going to have a **Team Yankee tournament Saturday Feb. 25th, 2017** at Dragon's Lair / San Antonio.



Because most of us are still painting up our armies, this first San Antonio tournament will use relatively small forces: 70 points per player, playing three rounds. (So you can estimate the scale of forces, in Team Yankee a T72 is worth about 4 points, an M-1 eight points.) A couple of loaner armies will be available, courtesy of Wes Knight and Justin Baeza.

We expect to increase the force point levels in later tournaments.



Three rounds will be played.

Missions to be played: Free For All, Counterattack, and No Retreat.

Miniatures must be painted in two or more colors. Bring your rules & cards, your miniatures, copies of your list, measuring devices, and dice.

Prizes will be awarded for 1st, 2nd, and 3rd place commanders.

Pre register by email, deadline Feb. 18th. First come, first served until we fill up our reserved table space. To pre-register, Email your list to be checked to ian.straus@att.net with subject line "San Antonio Team Yankee list".

Players will each use a single list with a maximum of 70 points of troops. Lists must show: Player name, source book and page, company/battalion name (the force diagram name), and a list of platoons showing for each one the platoon's point cost and the count and description of teams, including upgrades.

We will play on 5' x 6' tables, since Team Yankee feels better with a little extra space.

Sign-in from 9:30 to 10:00 AM, tournament begins 10 AM.

There will be a lunch break. Several restaurants are nearby in walking distance.

Expect the tournament to last to 6PM.

\$10 player fee payable at the door.

This is a Lone Star Historical Miniatures event sponsored by Dragon's Lair.

Tournament administrator: Ian Straus. Tournament referee: Wes Knight. Staff will play.

***Lone Star Mensa is one of our regular vendors
that attends MillenniumCon each year***

Get your young wargamer to participate and earn some \$\$ for school

**** Scholarship Essay Contest ****



Lone Star Mensa

invites applications for
***Mensa Education and Research Foundation
Scholarships***

ELIGIBILITY for MENSA scholarships:

The only eligibility requirements are that the applicant be enrolled, for the academic year following the award, in a degree program at an accredited American institute of post-secondary education, and be a U.S. citizen. Enrollment will be verified prior to dispensation of the scholarship funds. For the general awards, the applicant need not be a member of Mensa nor qualified for Mensa, and the general awards are unrestricted as to age, race, gender, level of post-secondary education and financial need.

CONDITIONS of awards:

Awards will be made on the basis of an essay of 550 words or less, which describes the applicant's career, vocational, or academic goals. Entries will be judged and awarded at three levels: local, regional and national. Awards are made in amounts ranging from \$300 to \$1000.

To apply for a scholarship and submit your essay via the Internet, please visit <http://www.mensafoundation.org/scholarships>

ALL ENTRIES MUST BE SUBMITTED BY JANUARY 15, 2017!

Visit AMERICAN MENSA, a High IQ Society

www.us.mensa.org



Just Another Day in Afghanistan – The Recap

The Marines approached the village in three fire teams, as the walled compounds made insertion via HUMVEE impossible. The eastern fire team made good progress, finding and killing several Taliban, but never finding the elusive sniper.



The center fire team entered the village through the main gate, and were immediately engaged by ... you guessed it ... two snipers (much to the surprise of the Marines! The Marine sniper team spotter was hit immediately and, after a wicked exchange, and some lucky dice rolls, the Marines succeeded in killing one of the snipers. The western fire team also made good progress but stalled when they had to engage some rather hardy Taliban, including several that engage in hand to hand combat.



By the end of the three hours, the Marines had sustained several casualties and were forced to retire, leaving the clearance of the sniper threat for another day!

Richard Schwartz



BANE OF WAR

Welcome to the BANE OF WAR 7 tournament January 14 and 15, 2017

This year we will be playing Late War, at **1515 points**, in all theaters (all lists in the Late War Books, Forces and approved PDF's).

44 players - Players will pre-pay and pre-register to be guaranteed a spot
(WE WILL NOT BE GOING OVER 44 PLAYERS!!)

Where: Texas Military forces museum, 2200 West 35th Street. Camp Mabry
BoW participants play in a WWII museum, surrounded by WWII Tanks, planes, halftracks and much more!
We will be moving many more of our tables out onto the floor this year.

What does this mean to you?

First, pre-register @ register@baneofwar.com in paypal @ \$30.00- Allowing 22 allied and 22 axis armies, so sign up soon! Armies should only be chosen from the Late War books, or PDF's that are applicable to that period.

Scoring –

Typical FOW scoring, adding a plus 1 if you win and either wiped your opponent, captured the objective, or reached the end of round 6. *(Timing someone out before round 6, and receiving the win will not give you the bonus point).*

Special Rules –

ALL lists get the same free sporadic air, this will take your air slot but does not count against your points.

- 4/5/2+ bombs - 4/6/3+ rockets- 3/3/5+ mgs - NOT flying Tanks or jets.

US TD security teams that moved in the previous round causes the TD section to shoot as if moved, same if they moved that round.

Sportsmanship scores are added at 10 percent.

Number of Wins will be used as a tie breaker

Painting will be in its own category having no affect on the overall winner.

Organizer: Mark Bayne mark@baneofwar.com

Referee: Mark Bayne, and...

Special Note – Western Front will NOT be playing Eastern Front until the final round, if possible.

LSHM
Game Vendors

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&
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Joe Wicker used the European Fields Battle Mat for his WWI Wings of War game at the SA Muster last year.

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COMICS & FANTASY

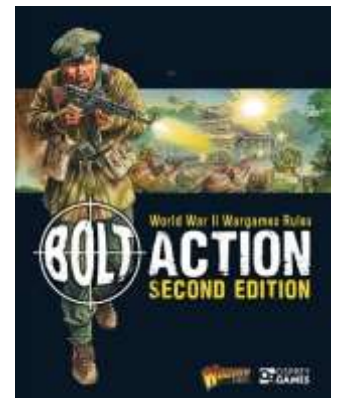
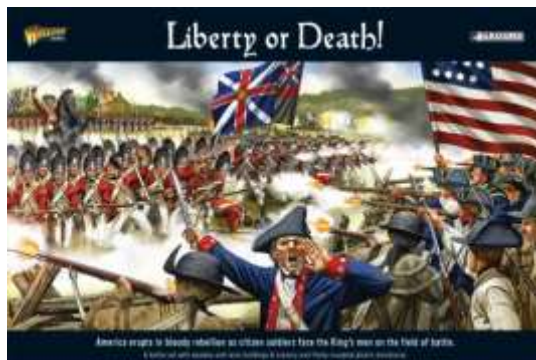
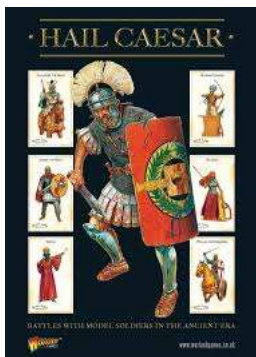


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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.

Here is another great company supporting LSHM & MillenniumCon19





After Action Report for Battle “Somme Time in the Trenches” *By Raymond Glover*

This Saturday afternoon game represented the first use of tanks in battle during WW1 and was played on a custom 3-piece board using modified “Great War” rules by Richard Borg. Miniatures were the 15mm WW1 line from the old Minifigs company. The board was constructed by imprinting 5 inch hexes onto two inch white foam that was encased with wood trim. The battlefield included two opposing lines of trenches separated by a bombed-out muddy “no mans land”. There were a few remnants of trees, blown up artillery and trucks, and burning buildings that were simulated with flickering LEDs. And of course, barbed wire covered the board.



The British attacked with 15 stands of infantry, including bombers, 3 field guns, and 3 Mark I tanks, with off-board artillery support and intermittent air cover. The Germans defended with 12 stands of infantry, 3 field guns, 3 pill boxes, and off-board artillery.





Some more views of the Beautiful Terrain boards







Located in: [West Anderson Plaza](#)

[Address](#): West Anderson Plaza,
2438 W Anderson Ln B1, Austin,
TX 78757

[Phone](#): (512) 454-2399

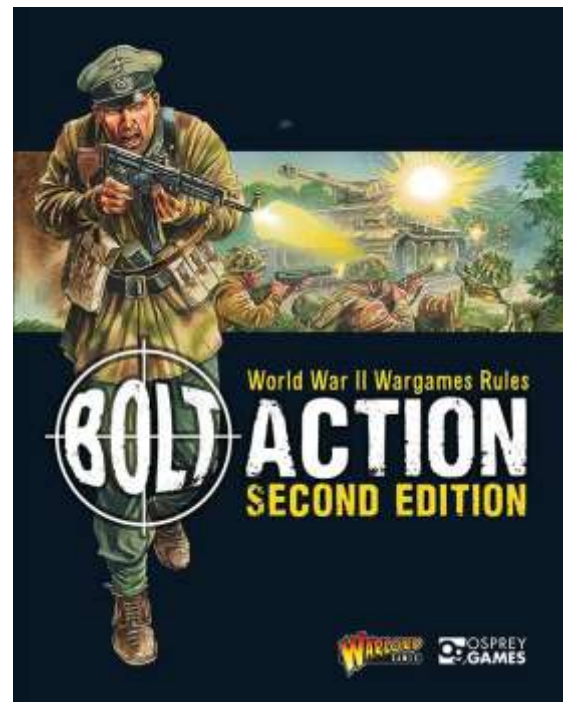
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***Upcoming Texas Bolt Action Events
San Antonio Texas***



21 JAN 17 – Barbarossa; Knight Watch Games

25 FEB 17 – Unknown theme; Dragon's Lair

15 APR 17 – Unknown theme and location TBD

Contact Joe Wicker or visit Texas Bolt Action at:

<https://www.facebook.com/groups/TexasBoltAction/>





The ACW Gamer line of 28mm Miniatures



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Johnston at Shiloh painted by Cory Ring of Cigar Box Battle.com

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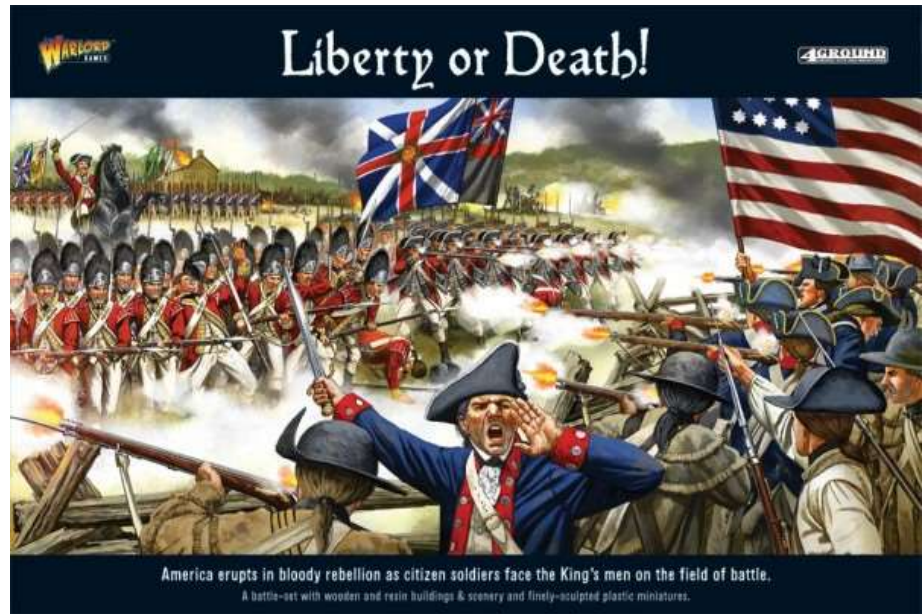
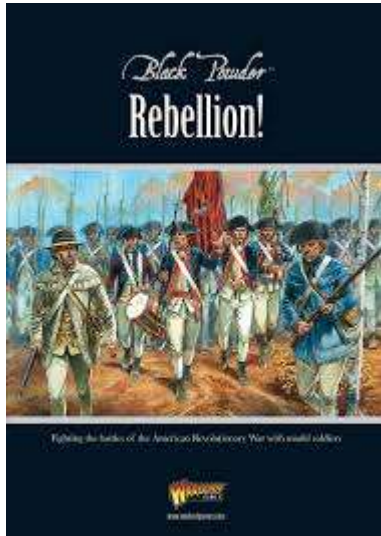
Tyler Buenaflor had a great game against Felipe Puente and his dastardly French! We played at – At Ease Games in san Diego, California. We played the WWPD mission "scalps!". It was a slug fest and it went both ways till I rolled a fubar and destroyed my elite Hungarian paratroops! In the end the French won the game and the Hungarians went home with their mustaches shaved. All in all it was fun and shout out to the san Diego raiders for letting me play with their group! I'm sure I'll be reprimanded by the Texans for my loss!



American Revolutionary War

A Black Powder game from Warlord Games

By Joe Wicker



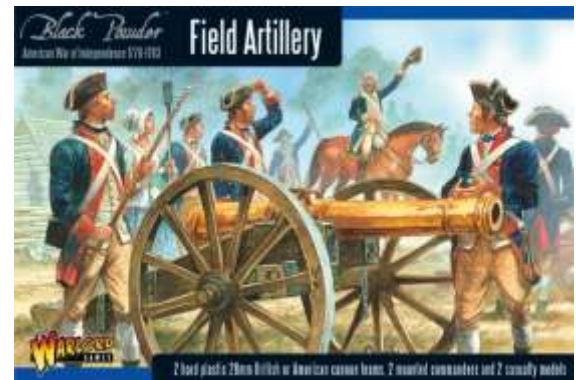
Subject: Battle Report

To: GEN Gage, Commander, British Garrison of Charlestown

From: MG Wicker, British Army

Date: 25 NOV 16...

Location: Charleston, Massachusetts (North of Boston) - Breeds Hill



Enemy Forces: ([Martin Zamarripa](#)) Colonial Colonel William Prescott & about 1,200 men (about 2 Brigades) and 1 battery of 12lb Arty.

Friendly Forces: (Joe Wicker & Charles Torok) the 5th, 38th, 43rd, 47th, and 52nd regiments, as well as Major Pitcairn's 1st Marines. Re-enforcements consisting of the 2nd Marines and the 63rd Foot. 2 Battery's of Arty (6 lbs Howitzer and 12lbs)

Our plan of attack was to have MG Torok take two BNs of grenadiers and clear the snipers from Charlestown. His regiments of the 5th, 38th and 47th were to attack the redoubt on Breeds Hill. I took the 43d and 52d along with 1st Marines and would also attack Breed's Hill. We completely ignored the fence line that ran to the North which held one Colonial battery and 2 Regiments. Our reinforcements were to follow us to Breed's Hill when they arrived.



The attack went as planned and MG Torok forced the skirmishers from Charlestown with his Grenadiers. After which they turned their attention to Breed's Hill and struck the Colonial Southern flank. His foot regiments struck Breed's Hill first as my troops were still forming up after getting off the boats. His impetuous attack allowed the colonials to concentrate their fire and by the time his troops reached the redoubt they had taken heavy casualties; he failed to take the redoubt.



My troops struck Breed's Hill in perfectly formed line. I quickly swarmed the redoubt and gave the cowardly colonials of the 1st and 3d New Hampshire (NH) the bayonet. The 3d ran like rabbits but that is where fortune turned on me. A small company (unit unknown) managed to evade an attack to their flank and then had the gaul to withstand and even turn back my Grenadiers! I believe my grenadiers ran when their commander, MAJ Pictairn, was killed by an unfortunate shot to the head. This had the catastrophic effect of causing my brigade to rout.



The good news is that the remaining colonials attacking from the North were held in check by the Howitzer Battery under Lieutenant Williams. As we regrouped the colonials did as well. But the fight had gone out of both of our Armies from sheer exhaustion. I regret to say that it was a minor colonial victory but it won't stop our advance into Cambridge and the hills beyond Charlestown. Respectfully,
MG Wicker



His Excellency Sir Joseph Wicker

Jeff Caruso

Pass-of-the-North

1st Bn Gordon Highlanders for TMWWBK. I just touched up the kilts which isn't reflected in these pics. Foundry with Perry Black Watch officer with the tassels adjusted to fit in with the Gordons.



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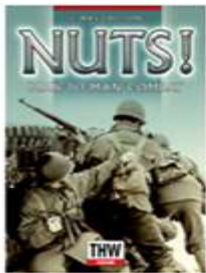
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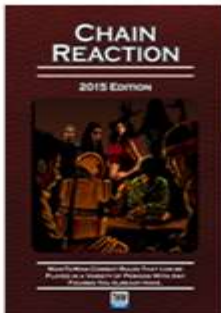
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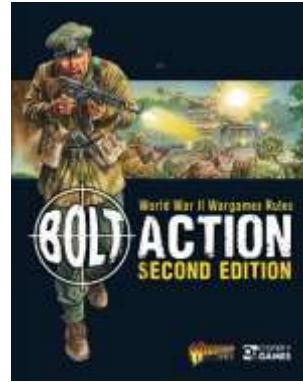
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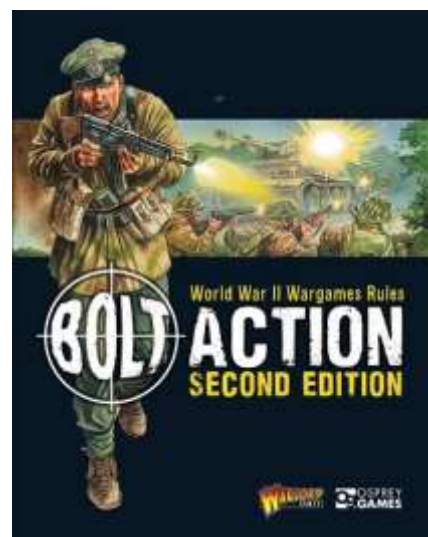
Gamers Workbench

By Jim Simpson

I finished some of my SS for Sunday's game here in West TN.
1 HQ
2 - 9 man squads
1 mmg
1 medium motar
1 sniper
1 Panzerschrek team
Still have 1 Flamethrower team,
FO and 2 more - 9 man squads.
Hope to have some those done by next weekend for that game.



Texas Bolt Action Game Report



Rick Hoy played a couple games against his 12 year old sproglet the last couple days. First game ended in a bloody draw, as both the tiger and M10 immobilized each other, and a Sherman did most of the damage for the Yanks. Second game ended in a German victory, but the US Air strikes were vicious! Good times had by all!



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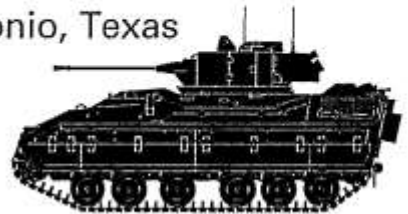
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If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

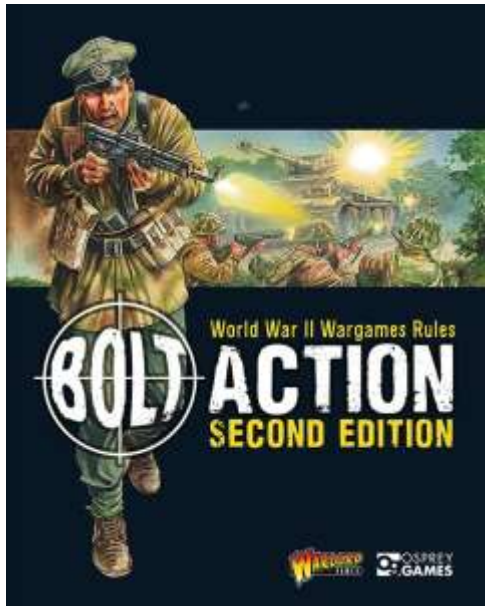
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Friday Night is Bolt Action Night *At Dragon's Lair San Antonio!!* **Texas Bolt Action**

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News from the Master Hobbyist: All Things Wargaming! Dallas TX,

[By Mr. Steve Miller](#)

Chuck Gibke and I played a small Napoleon at War game. We kept it small to get the flow and basic rules of the game down. Good game! Hope he likes the rules. They're my game of choice for fast, fun, non simulation made for a fun afternoon. You shoulda' been here too rollin' dice with us!



We need your gaming news here!!!

Future Events



SAGA every 3rd Friday at
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